(d) a motor associated with the body, the motor operably coupled to the at least two transport elements;

(e) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;

(f) a key receiving device associated with the body, the key receiving device adapted to receive a keying device which actuates data transfer to a microprocessor, wherein the data enables a function of the device;

(g) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;

(h) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device; and

(i) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver; wherein

(j) the device transforms into at least two different forms.

3. (amended) A game method using a number of information carrying cards, wherein the game comprises the steps of:

compiling a number of the information carrying cards, wherein the information carrying cards carry game and control information, the control information adapted to actuate an amusement device, the amusement device configured to be further actuable by an actuating key coupleable with the amusement device;

distributing the cards to players; and

players using the game information against each other to try to achieve victory over other players.

6. (amended) The game according to claim 3, wherein the amusement device acts according to the control information carried on one of the information carrying cards.

7. (amended) The game according to claim 6, wherein the amusement device also acts in association with the games being played with the information carrying cards.

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8. (amended) The game according to claim 3, wherein the information carrying cards are collectable.

9. (amended) An interactive amusement system comprising:

(a) a body;

(b) a motor associated with the body;

(c) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;

(d) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;

(e) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device;

(f) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver;

(g) a key receiving device associated with the body, the key receiving device adapted to actuate the microprocessor when a keying device is inserted into the key receiving device; and

(h) a data card reader configured to read a data card, whereby a function of the microprocessor is modified.

10. (amended) The interactive amusement device of claim 9 further comprising at least two transport elements, the microprocessor being configured to control speed of travel by controlling the at least two transport elements.

11. (amended) The interactive amusement device of claim 9 further comprising armor, the microprocessor being configured to control positioning of the armor.

12. (amended) The interactive amusement device of claim 9 further comprising a weapon, the microprocessor being configured to control at least one function of the weapon.

14. (amended) The interactive amusement device of claim 13, wherein the base and engagement slot each have a mating shape so as to prevent a second flag having an incompatible shape from being received in the engagement slot.

16. (amended) The interactive amusement device of claim 15, wherein the peg and the engagement slot each have a mating shape so as to prevent an attachment having an incompatible shape from being received in the engagement slot.

18. (new) The amusement device of claim 1, wherein the means for mechanical keying is a means for electromechanical keying.

19. (new) An amusement apparatus comprising:

(a) a body;

(b) a motor associated with the body;

(c) a microprocessor operably coupled to the motor, the microprocessor configured to actuate the motor to propel an action; and

(d) a shape-specific key receiving device, the shape-specific key receiving device configured to be actuable by a shape-specific key whereby the microprocessor is actuated.

20. (new) The amusement apparatus of claim 19, further comprising:

(a) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;

(b) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor an capable of wireless communication with a second interactive amusement device; and

(c) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver.